AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions and listings of claims in the application:

LISTING OF CLAIMS:

1. (previously presented): A game apparatus comprising:

plural game data storage means;

replication source determination means for determining replication source game data storage means among the plural game data storage means;

replication target determination means for determining replication target game data storage means among the plural game data storage means; and

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means, the game apparatus being characterized in that

there is included link data storage means for storing link data to correlate two game data storage means with each other,

each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

the replication means stores the game data into the replication target game data storage means, without changing the original item data and the replica item data stored in the replication source game data storage means, thereby permitting access to and use of both original item data and the replica item data in subsequent game play, on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the replication target game data storage means, and stores the link data to correlate the replication target game data storage means with the replication source game data storage means into the link data storage means.

2. (currently amended):   A game apparatus according to claim 1, characterized by further comprising means for, in a case where disposal of an original item relating to the original item data stored in one of the plural game data storage means is instructed, updating the original item data stored in the game data storage means whose disposal is instructed so that the number of original items is decreased, and concurrently updating the replica item data stored in another game data storage means relating to a replica item as a direct or indirect replica of the original item so that the number of replica items is decreased, based on the correlation provided by link data in the link data storage means.

3. (currently amended):   A game apparatus according to claim 1, characterized by further comprising means for, in a case where disposal of a replica item relating to the replica item data stored in one of the plural game data storage means is instructed, concurrently updating the original item data stored in one of other game data storage means as a direct or indirect replication source of the game data storage means whose disposal is instructed so that the original item is decreased, and updating the replica item data stored in another game data storage means relating to a replica item as a direct or indirect replica of the decreased original item so that the replica item is decreased, based on the correlation provided by link data in the link data storage means.

4. (currently amended):   A game apparatus according to claim 1, characterized by further comprising means for, in a case where deletion of game data storage means having no replication source is instructed, concurrently updating the original item data and the replica item data stored in one of the game data storage means as direct or indirect replication targets of the game data storage means whose deletion is instructed, based on the correlation provided by link data in the link data storage means, so that replica items, equal in number to the number of original items relating to the original item data stored in the game data storage means whose deletion is instructed are changed to original items, changing link data, which is stored in the link data storage means and correlates the game data storage means whose deletion is instructed with the game data storage means as the replication target of the game data storage means, to link data to correlate the game data storage means as the replication target of the game data storage means whose deletion is instructed with said one of the game data storage means, and deleting the game data storage means whose deletion is instructed.

5. (previously presented):   A game apparatus according to claim 1, wherein the plural game data storage means is comprising of one or plural memories, and the link data storage means is comprising of part of each of the plural game data storage means.

6. (previously presented):   A game apparatus according to claim 1, wherein the link data storage means and the plural game data storage means are comprising of one or plural memories, and a storage area relating to the link data storage means and a storage area relating to the plural game data storage means are separately provided in the one or plural memories.

7. (previously presented):   An information storage medium storing a program to cause a computer to function as:

plural game data storage means;

replication source determination means for determining replication source game data storage means among the plural game data storage means;

replication target determination means for determining replication target game data storage means among the plural game data storage means;

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means; and

link data storage means for storing link data to correlate two game data storage means with each other, the program being characterized in that

each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

the replication means stores the game data into the replication target game data storage means, without changing the original item data and the replica item data stored in the replication source game data storage means, thereby permitting access to and use of both original item data and the replica item data in subsequent game play, on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the replication target game data storage means, and stores the link data to correlate the replication

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target game data storage means with the replication source game data storage means into the link data storage means.

8. (previously presented):   A control method of a game apparatus, comprising:

a replication source determination step of determining replication source game data storage means among plural game data storage means;

a replication target determination step of determining replication target game data storage means among the plural game data storage means; and

a replication step of storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means, the control method of the game apparatus being characterized in that

at the replication step, the game data is stored into the replication target game data storage means, without changing the original item data and the replica item data stored in the replication source game data storage means, thereby permitting access to and use of both original item data and the replica item data in subsequent game play, on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the replication target game data storage means, and link data to correlate the replication target game data storage means with the replication source game data storage means is stored into the link data storage means.

9. (previously presented):   A program delivery apparatus comprising an information storage medium storing a game program and a server, characterized in that:

a program is stored as at least part of the game program in the information storage medium, the program causing a computer to function as:

plural game data storage means;

replication source determination means for determining replication source game data storage means among the plural game data storage means;

replication target determination means for determining replication target game data storage means among the plural game data storage means;

replication means for storing game data into the replication target game data storage means on the basis of game data stored in the replication source game data storage means; and

link data storage means for storing link data to correlate two game data storage means with each other, and

the program being characterized in that

each of the plural game data storage means stores original item data relating to an original item and replica item data relating to a replica item, and

the replication means stores the game data into the replication target game data storage means, without changing the original item data and the replica item data stored in the replication source game data storage means, thereby permitting access to and use of both original item data and the replica item data in subsequent game play, on the basis of the game data stored in the replication source game data storage means so that a sum of the number of original items relating to the original item data stored in the replication source game data storage means and the number of replica items relating to the replica item data stored in the replication source game data storage means becomes the number of replica items relating to the replica item data stored in the replication target game data storage means, and stores the link data to correlate the replication target game data storage means with the replication source game data storage means into the link data storage means, and

the server reads out the game program from the information storage medium in response to a game delivery request and delivers the game program through a communication network.

10. (cancelled)

11. (new): A game apparatus as set forth in claim 5, wherein said game storage means comprises:

a game storage having plural game data storage parts, each storage part comprising a plurality of storage portions, including:

a first portion operative to store original and reproduced play data expressing a play situation at a certain point in time and to serve as both a replication source and a replication target

a second portion operative to store data identifying for each of a plurality of game items at least (1) a number of original items and (2) a number of replica items; and

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a third portion operative to store first identification data for identifying a replication source with respect to a target and second identification data for identifying a replication target with respect to a source, said third portion comprising a portion of said link data storage means and being operative to correlate the replication target and replication source with each other through the identification data.